

#### NOTE

- MENU refers to the program MENU/CMD
- menu refers to a user created menu file containing menu command definitions and the menu display
- the graphic lettering in my sample menus was produced by ASCII80 by Guy Omer. ASCII80/ARC can be found in TRSLNK17/ARC

#### Installing MENU

- MENU is meant to function as an Extended Command Interpreter (ECI) to enable this feature enter the command line:

COPY MENU/CMD SYS13/SYS.LSIDOS (C=N)

#### Invoking MENU

- you may or may not specify a menu name. If you have not previously executed MENU you will be prompted for a menu name, otherwise the most recently used menu will be displayed.

#### Disabling MENU

- MENU aborts and turns off the ECI feature when you press [BREAK], enter non alpha and non numerical characters that aren't defined, type CLS, or execute a menu option defined as CLS

#### Operations

- You may enter any valid DOS command at the menu prompt including switching menu's by typing MENU MENUName [CR]

#### Menu File Names

- the default extension for a menu file is /MNU, if you name your menu files with this extension you need not specify it on the command line
- if you choose to use some other extension, you must type the complete menu file name

ex: to invoke menu files named MAIN/MNU and PROG/TXT the syntax is:

MENU MAIN [CR]  
MENU PROG/TXT [CR]

#### Creating Menu Files

- I tried to keep the format simple so that any ASCII editor would work without difficulty
- Overview
  - the first line of a menu file starts the command definitions
  - the command definitions are followed by a blank line
  - everything following the blank line is displayed
- Command definitions
  - Method 1: numbered commands
    - simply enter valid DOS commands; 1 per line with no extraneous spaces. The program automatically numbers the commands as it reads them in so refer to the 1st command as menu option 1 the 2nd as menu option 2 and so forth. 128 is the maximum number of options that can be specified this way.
  - Method 2: key activated commands
    - you assign a key, any ASCII character, to a command starting on a new line the syntax is:  
[!] [key] [space] [command] [CR]

ex:

!X CLS

- if you define a number as a key activated command it will take precedence over a numbered command activated by the same key.

ex:

CLS                   <- numbered command 1  
!1 CAT :0            <- key activated command 1

when you press the 1 key MENU will execute a catalog of drive 0 so normally you wouldn't want to define number keys

#### example menu:

```
-----  
menu prog  
menu comm  
allwrite  
!X CLS  
!  
menu main  
profile4
```

#### EXAMPLE MENU

1. Programming Menu
  2. Communications Menu
  3. Allwrite
  4. Profile4
  - X. Exit to DOS
- [ENTER] returns to Main Menu

Enter choice: [EOF]

#### Future possibilities:

- an option so that a menu could specify whether or not commands typed at the menu prompt are passed to the DOS